

Fig. 1
PRIOR ART

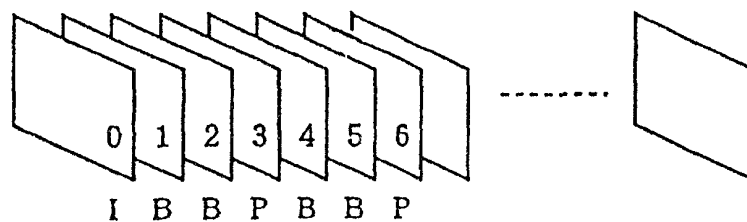


Fig. 2
PRIOR ART

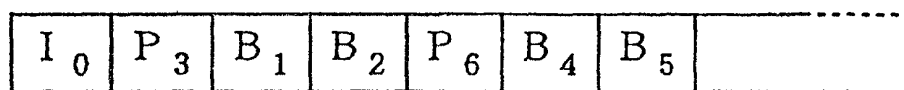


Fig. 3
PRIOR ART

195

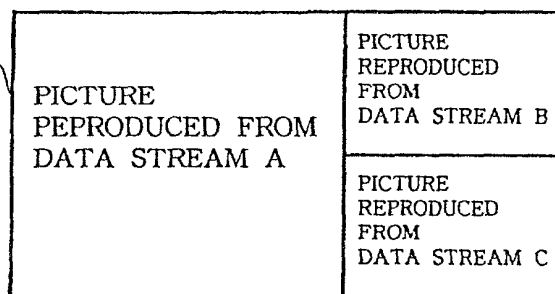


Fig. 4
PRIOR ART

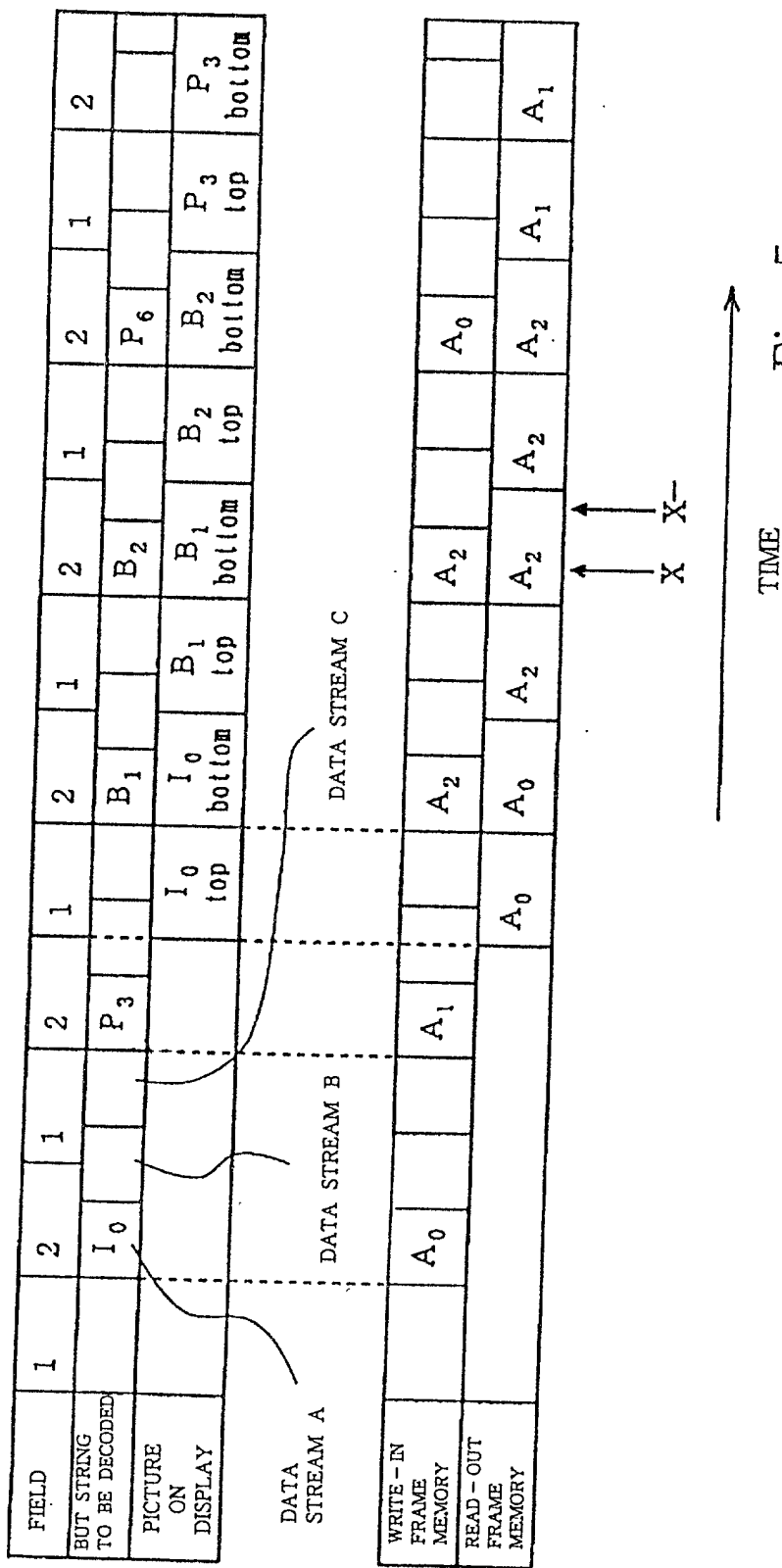


Fig. 5
PRIOR ART

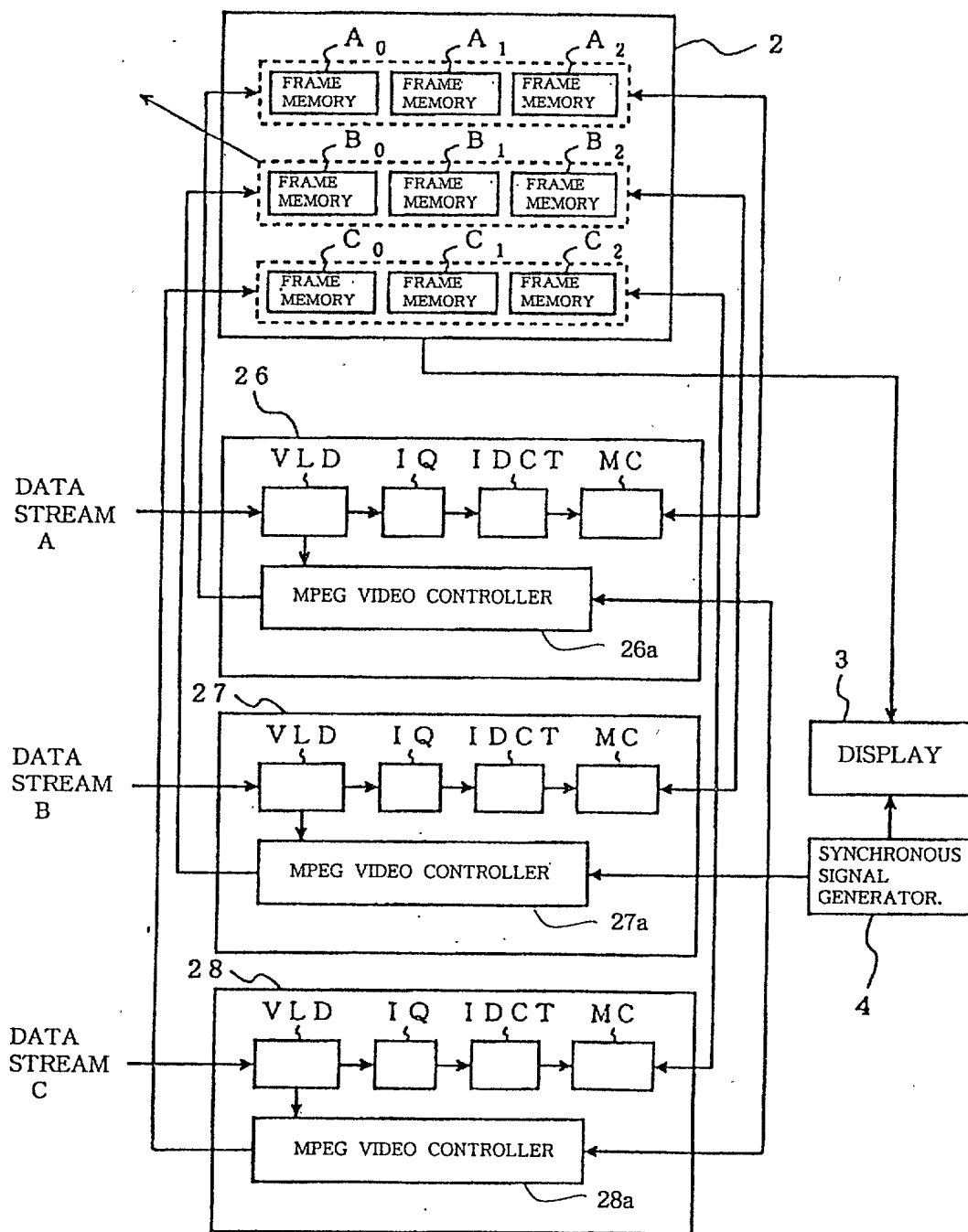


Fig. 6
PRIOR ART

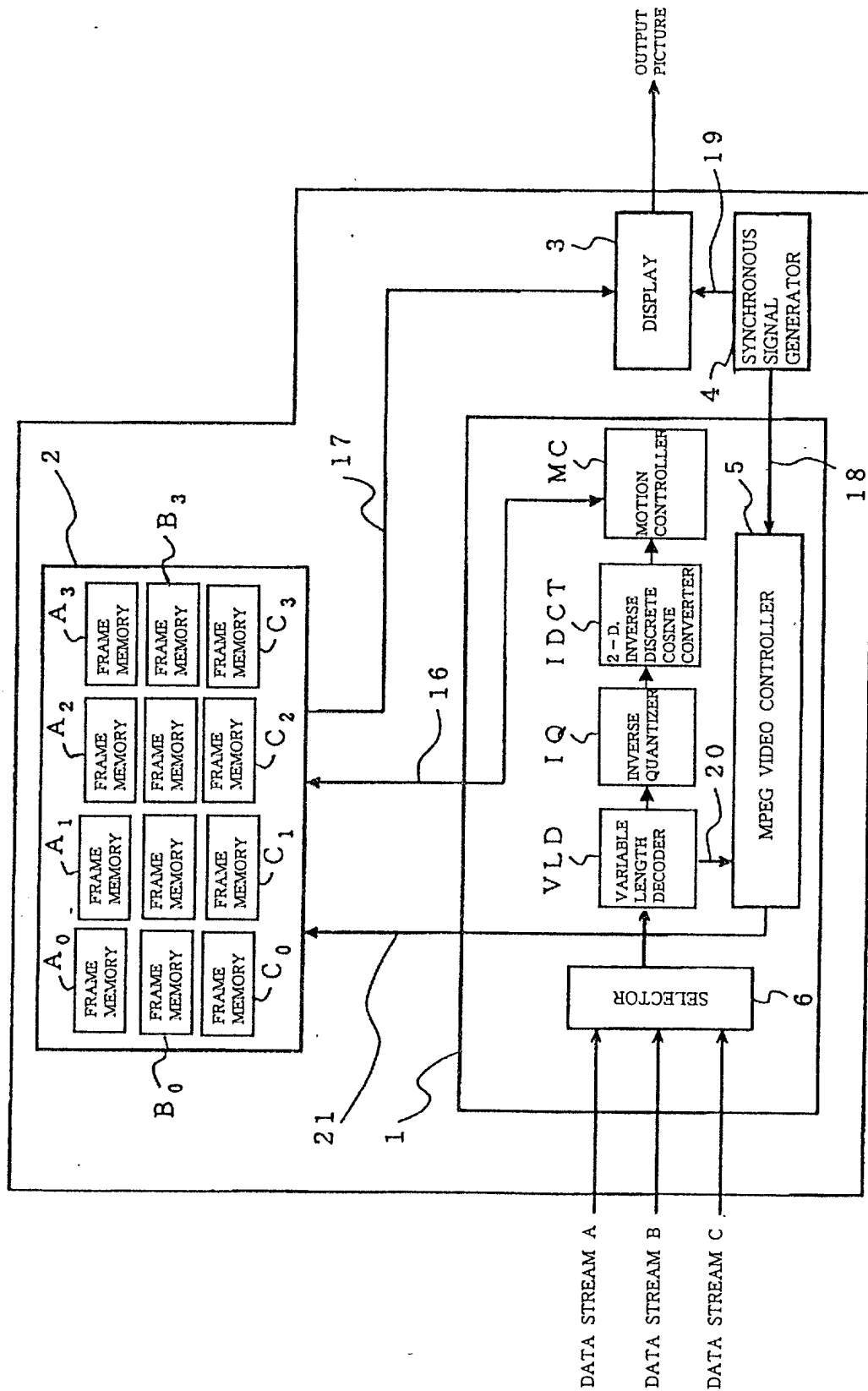
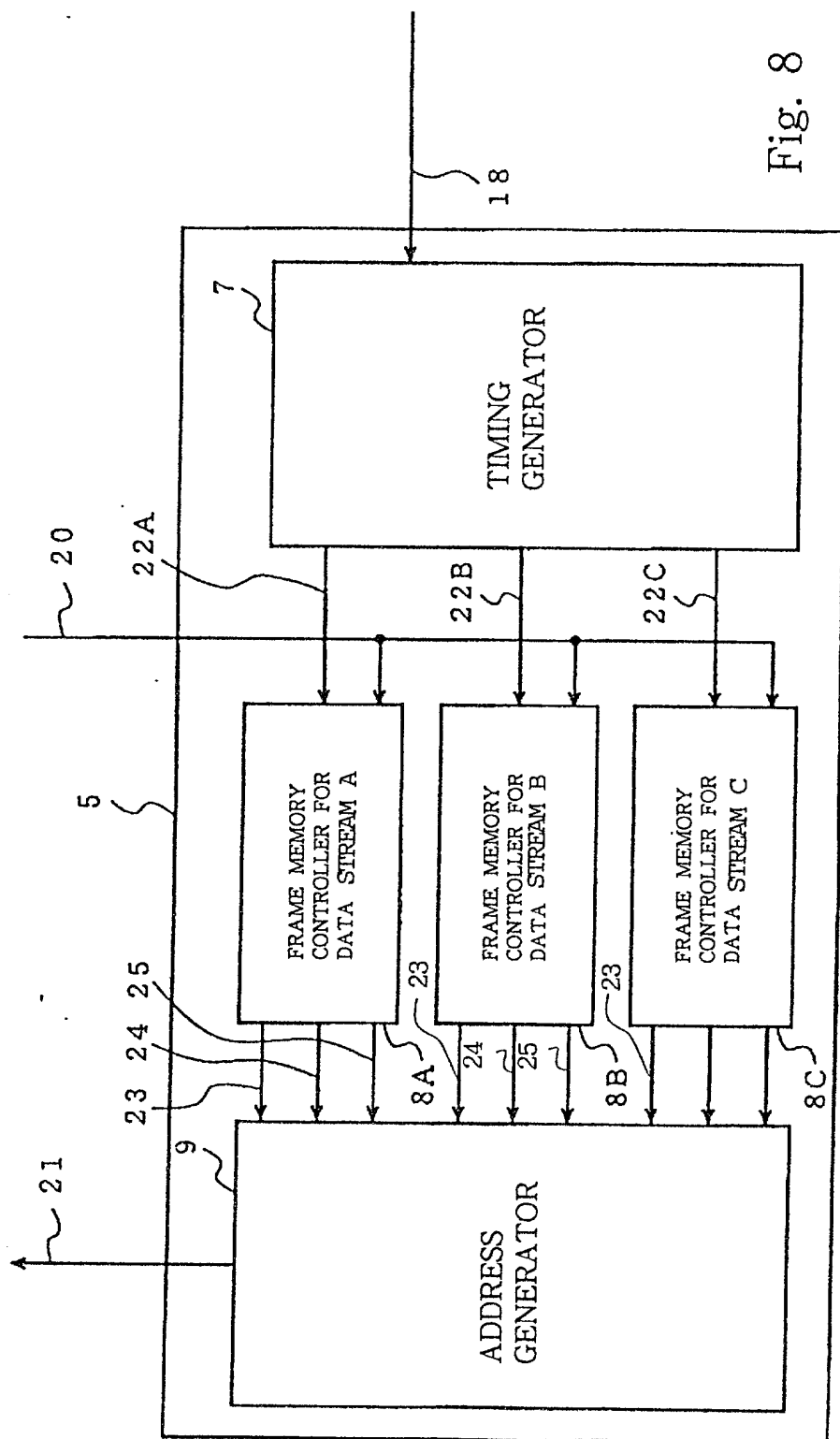


Fig. 7

8
Fi. 80

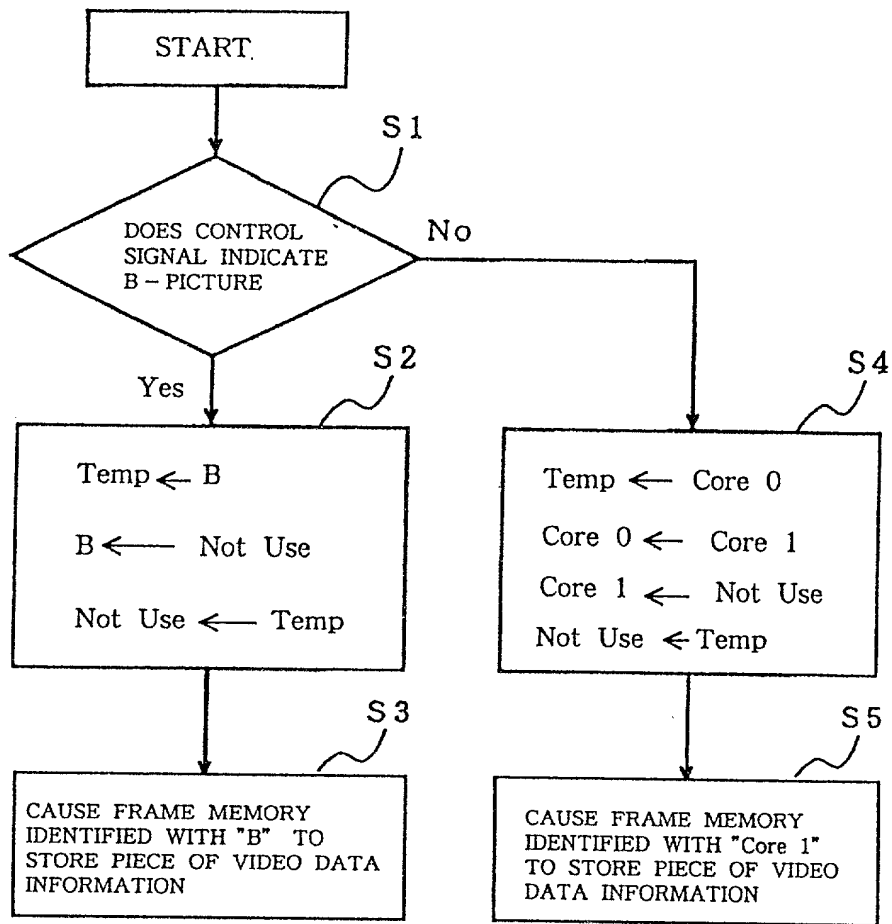


Fig. 10

FIELD	1	2	1	2	1	2	1	2	1	2	1	2
BIT STRING TO BE DECODED	I ₀		P ₁		P ₂		P ₃		P ₄		P ₅	
PICTURE ON DISPLAY					I ₀ top	I ₀ bottom	P ₁ top	P ₁ bottom	P ₂ top	P ₂ bottom	P ₃ top	P ₃ bottom
NOT USE	0	1	2		0		1		2		0	
CORE 0	1	2	0		1		2		0		1	
CORE 1	2	0	1		2		0		1		2	
B	3	3	3		3		3		3		3	
WRITE - IN FRAME MEMORY			1		2		0		1		2	
READ - OUT FRAME MEMORY					0		1		2		0	

Fig. 11

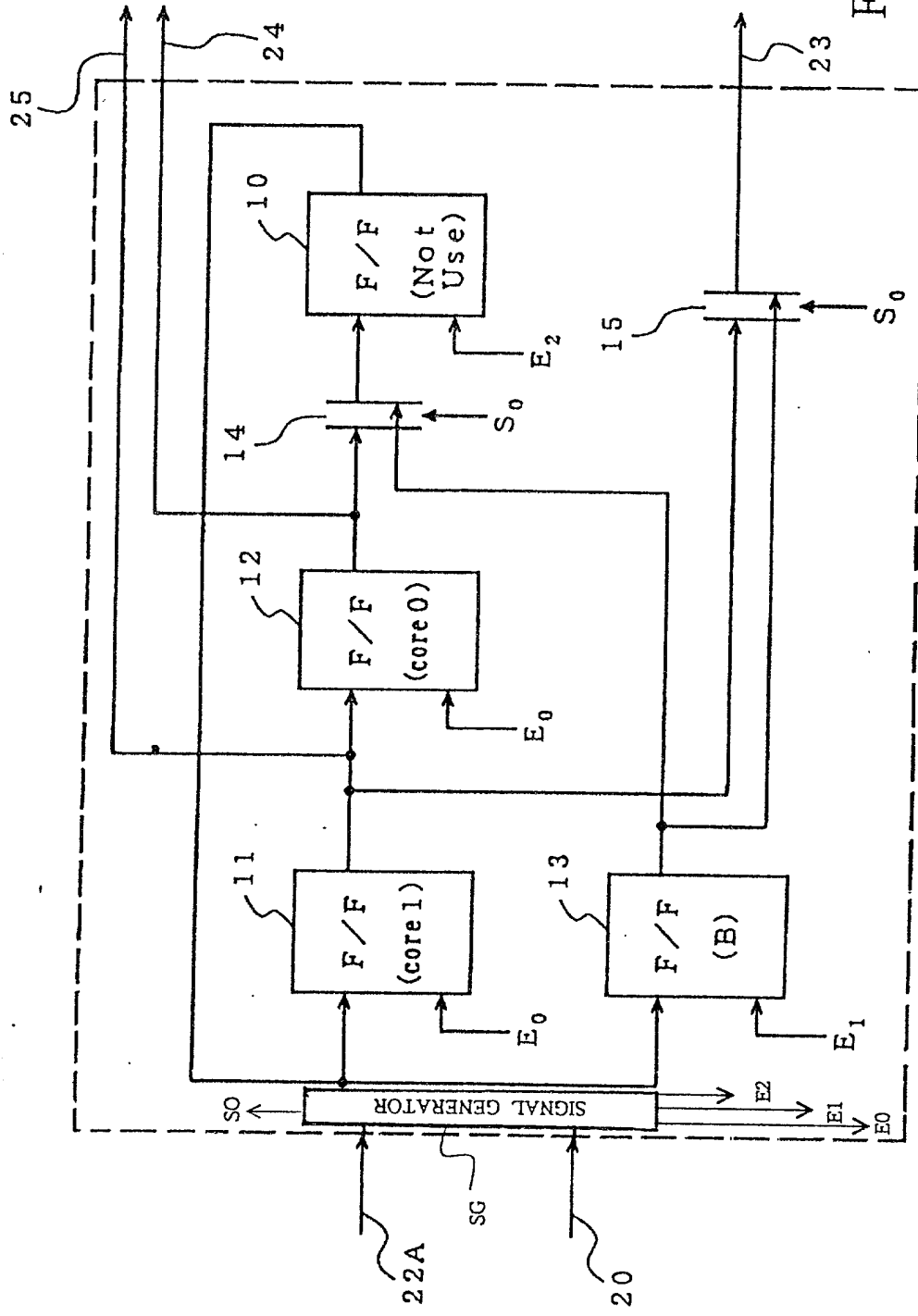


Fig. 12